

AFTER THE WAR



LOADING INSTRUCTIONS

SPECTRUM 48K +

1. Connect the EAR output of the SPECTRUM to the EAR output of the cassette.
2. Rewind the tape to the beginning.
3. Adjust the volume to 3/4 of the maximum.
4. Type LOAD and press ENTER.
5. Press PLAY on the cassette.
6. The program will load automatically.
7. If it fails to do so, repeat the operation at a different volume.

SPECTRUM +2, +3

1. Select option 48 BASIC with the cursor and press ENTER.
2. Then follow the SPECTRUM 48K+ instructions (remember that the volume has already been adjusted in the +2).

SPECTRUM DISK

1. Connect the SPECTRUM +3.
2. Insert the disk.
3. Select the loader option.
4. Press ENTER.
5. The program will load automatically.

AMSTRAD CPC 464

1. Rewind the tape to the beginning.
2. Press the CTRL and ENTER keys simultaneously and PLAY on the cassette.
3. The program will load automatically.

AMSTRAD CPC 664-6128

1. Type I TAPE and press RETURN (the I is typed by pressing SHIFT and @ simultaneously).
2. Then follow the CPC 464 instructions.

AMSTRAD CPC DISK.

1. Switch on the diskette drive.
2. Switch on the Amstrad.
3. Insert the diskette in the drive.
4. Type I CPM and press RETURN (The I is typed by pressing SHIFT and @ simultaneously).
5. The program will load automatically.

COMMODORE 64

1. Make sure the cassette cable is connected, to the COMMODORE.
2. Rewind the tape to the beginning.
3. Press the SHIFT and RUN/STOP keys simultaneously and PLAY on the cassette.
4. The program will load automatically.

COMMODORE 128

1. Select MODE 64 typing GO 64 pressing RETURN.
2. Then follow the COMMODORE 64 instructions.

COMMODORE 64 DISK

1. Make sure the diskette drive is connected to the mains.
2. Insert the diskette in the drive.
3. Type LOAD *** 8, 1 and press RETURN.
4. The program will load automatically.

ANWEISUNGEN ZUM LADEN

SPECTRUM 48K +

1. Schließe die EAR Out-Buchse des SPECTRUM an die EAR Out-Buchse des Kassettens recorders an.
2. Spule das Band bis am Anfang zurück.
3. Stelle die Lautstärke bis auf 3/4 der Höchststärke ein.
4. Gib LOAD ein und drücke die Taste ENTER.
5. Betätige die PLAY-Taste auf dem Kassettens recorder.
6. Das Program wird automatisch geladen.
7. Sollte es nicht der Fall sein, die gleichen Schritte mit veränderter Lautstärke wiederholen.

SPECTRUM +2, +3

1. Führe die Schreibmarke auf Option 48 BASIC und drücke die Taste ENTER.
2. Befolge anschließend die Anweisungen für den SPECTRUM 48 + (vergiß nicht, daß beim +2 die Lautstärke automatisch eingestellt wird)

AMSTRAD CPC 464

1. Spule das Band bis am Anfang zurück.
2. Drücke gleichzeitig die Tasten CONTROL und ENTER auf dem Computer sowie die Taste PLAY auf dem Kassettens recorder.
3. Das Programm wird automatisch geladen.

AMSTRAD CPC 664-6128

1. Gib I TAPE ein und drücke die Taste RETURN (das Zeichen I erhältst du, indem du gleichzeitig die SHIFT-Taste und @ drückst).
2. Befolge anschließend die Anweisungen für den CPC 464.

COMMODORE 64

1. Überprüfe, ob der Kabel des Kassettens recorders am COMMODORE angeschlossen ist.
2. Spule das Band bis am Anfang zurück.
3. Drücke gleichzeitig die Tasten SHIFT und RUN/STOP auf dem Computer sowie die Taste PLAY auf dem Kassettens recorder.
4. Das Programm wird automatisch geladen.

COMMODORE 128

1. Wähle den Modus 64, indem du GO 64 eingibst und die RETURN-Taste betätigst.
2. Befolge anschließend die Anweisungen für den COMMODORE 64.

COMMODORE 64 DISC

1. Schalte den Computer ein.
2. Überzeugen Sie sich davon, dass die Diskettenheit angeschlossen ist.
3. Führen Sie die Diskette in die Einheit.
4. Drücken Sie auf die Taste RETURN.
5. Das Programm wird automatisch geladen.

COMMODORE 128 DISC

1. Wähle den Modus 64, indem du GO 64 eingibst und die RETURN-Taste betätigst.
2. Befolge anschließend die Anweisungen für den COMMODORE 64.

MSX-MSX 2

1. Schließe den Kabel des Kassettens recorders laut Anweisungen des Manuals an.
2. Spule das Band bis am Anfang zurück.
3. Gib LOAD "CAS", R ein und drücke die Taste RETURN.

INSTRUCTIONS POUR LE CHARGEMENT

SPECTRUM 48K +

1. Raccorde la sortie EAR du SPECTRUM avec la sortie EAR du cassette.
2. Rebobine la bande jusqu' au début.
3. Règle le volume au 3/4 du maximum.
4. Tape LOAD et appuie sur la touche ENTER.
5. Pousse sur le bouton PLAY qui se trouve sur le cassette.
6. Le programme se chargera automatiquement.
7. En cas de non-fonctionnement, répéter l'opération en modifiant le volume.

SPECTRUM +2, +3

1. Place le curseur sur l'option 48 BASIC et appuie sur la touche ENTER.
2. Suis ensuite les instructions pour le SPECTRUM 48 K (en tenant compte du fait que pour le +2, le volume est déjà réglé).

AMSTRAD CPC 464

1. Rebobine la bande jusqu' au début.
2. Appuie simultanément sur les touches CONTROL et ENTER tout en actionnant le bouton PLAY du cassette.
3. Le programme se chargera automatiquement.

AMSTRAD CPC 664-6128

1. Tape I TAPE puis appuie sur la touche RETURN (Tu obtiendras le signe I en appuyant simultanément sur la touche SHIFT (majuscules) et sur @).
2. Suis ensuite les instructions pour le CPC 464.

COMMODORE 64

1. Vérifie que le câble du cassette est bien raccorder au COMMODORE.
2. Rebobine la bande jusqu' au début.
3. Appuie simultanément sur les touches SHIFT et RUN/STOP ainsi que sur le bouton PLAY du cassette.
4. le programme se chargera automatiquement.

COMMODORE 128

1. Sélectionne le mode 64 en tapant GO 64 et en appuyant sur RETURN.
2. Suis ensuite les instructions pour le COMMODORE 64.

COMMODORE 64 DISQUE

1. Allume l'ordinateur.
2. Assure-toi que l'unité de disque est branchée.
3. Introduis la disquette dans l'unité.
4. Tape LOAD *** 8, 1 et appuie sur RETURN.
5. le programme se chargera automatiquement.

COMMODORE 128 DISQUE

1. Sélectionne le mode 64 en tapant GO 64 en appuyant sur RETURN.
2. Suis ensuite les instructions pour le COMMODORE 64.

MSX-MSX 2

1. Branche le câble du cassette selon les indications du manuel.
2. Rebobine la bande jusqu' au début.
3. Tape LOAD "CAS", R et appuie sur la touche ENTER.
4. Actionne le bouton PLAY du cassette.
5. Le programme se chargera automatiquement.

SPECTRUM DISQUETTE

AFTER THE WAR



2019 YEAR: MANHATTAN, FORBIDDEN ZONE.

INTRODUCTION

The year 2019. Manhattan, after a nuclear war. From the ashes rises a hero, Jonathan Rogers, better known as "Jungle Rogers", master of the asphalt jungle. His only chance of survival is by reaching the XV-238 launching platform, located at the headquarters of Professor McJerin, a schizophrenic murderer, and then escaping to the outer colonies. It won't be easy getting there. He has to cross the dangerous streets of Manhattan, plagued with hapless survivors who in their desperate situation have become thieves and cannibals. And afterwards he'll have to face the guardians of McJerin's scientific complex.

FX DOUBLE LOAD

AFTER THE WAR is made up of two totally different loads, and the character has 20 different ways of moving. To play part 2 you must introduce the code that is given when you successfully complete part 1.

FIRST LOAD

Made up of three phases. Your aim is to reach the subway entrance on the outskirts of the city. Your only weapons are your hands, arms and legs and your ability to use them in man to man combat.

PHASE 1

You're in the heart of devastated Manhattan. You won't find too many fiends here due to the tough living conditions. However, a few "radio-gladiators" remain - they're used to fighting and they're also lethally contaminated by radiation. They're starved and will do anything they can to mug you. Some hide out in the buildings and throw dynamite cartridges at you.

PHASE 2

You go towards the outskirts of the city, crossing under Manhattan bridge, through derelict buildings and car cemeteries. Here the radio-gladiators are much more aggressive, but your main enemies are the "Manhattan Punkies". They've got an advantage over you because they carry MAGNUM C-GSI revolvers and attack from behind, trying to bruise your ribs.

PHASE 3

Out of the city. Filthy gutters surround you. Before you, at last, is the subway entrance. The enemies in this phase are much fiercer. After each stage you will encounter the "R.A.D. Bulls", your worst opponents. These gigantic and ruthless creatures won't hesitate at the first chance they get to slash you to pieces.

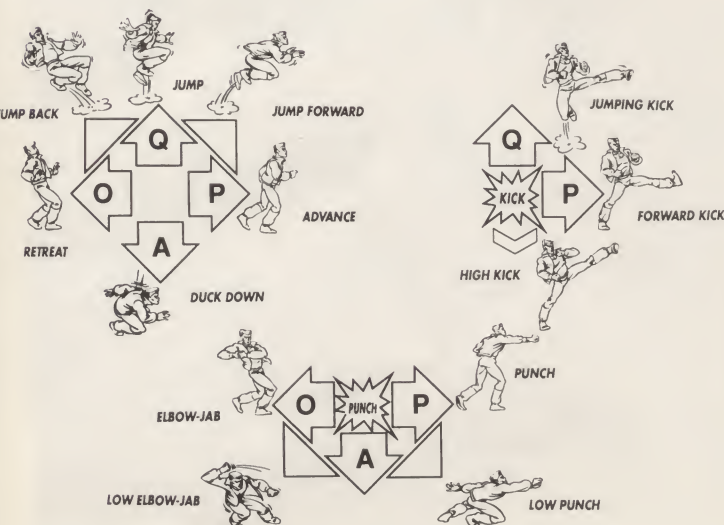
TIME

When radiactivity seeps in every second that goes by is vital. Your body will notice it more every time. You'll feel weaker every second. Careful: if the time runs out you'll lose all of your lives.

CONTROL KEYS

ALL KEYS ARE REDEFINABLE

	AMS	SPEC	MSX	C64
PUNCH	SPAC	SPACE	SPACE	SPACE
KICK	COPY	Z	GRAPH	Z



JOYSTICK

when choosing the joystick option the computer will ask you to redefine punch and kick functions. In this way you can play by using the joystick to indicate direction and the keyboard for kicking. The fire button will always serve as a punch and the keyboard for kicking.

SECOND LOAD

Just like the Kangaroo Fighters, the MKDs are covered in Uranium P-24 armour plating. Once you destroy the motor attack the pilot without mercy.

TIME

Underground the radiation is not as strong, although it will still affect you. Make it to where you're going fast or get ready to die.

FX MACHINE- GUN

With the FX Machine-Gun you can feel the realism of a real machine-gun. Shoot straight ahead. Raise your weapon. Turn around. Your ammunition is unlimited. Try it - you'll get hooked.

CONTROL KEYS	AMS	SPEC	MSX	C64
RAISE MACHINE GUN	Q	Q	Q	Q
LOWER MACHINE GUN	A	A	A	A
GO BACKWARDS	O	O	O	O
GO FORWARDS	P	P	P	P
FIRE	SPACE	SPACE	SPACE	SPACE
CROUCH DOWN	COPY	Z	GRAPH	Z

ALL KEYS ARE REDEFINABLE

If when crouching down you press the key of the direction that you're in you will get down even lower, but you won't be able to shoot.

JOYSTICK

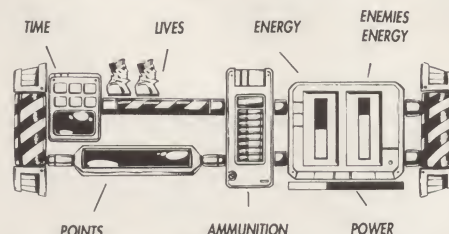
Redefine the fire and crouch down keys. In this way you can use the joystick for movements and the keyboard for other actions. The fire button of your joystick will always function as "fire".

FX GIANT SPRITES

AFTER THE WAR has sprites twice the size of those of any other video-game. Despite this, top-level speed and ability to move are assured.

TIPS BY McWIRIL

- When fighting against a "Manhattan Punkie" give him an elbow jab in the face, but don't get too close or you'll be sorry.
- Also be careful when getting near a "R.A.D. Bull". Look for his weak spot. A blow in his weak spot is much more effective than anywhere else.
- The "IP - 2433 Atomic Mines" blink three times before exploding. The blast goes upwards and downwards, so never seek shelter underneath one.
- When fighting against a "Mega Kangaroo Destroyer" please follow the attack plan. Or else...



DESIGN TEAM

	AMSTRAD	SPECTRUM/MSX	COMMODORE
PROGRAM:	E. CERVERA	E. CERVERA	E. CERVERA
GRAPHICS:	J. AZPARI & SNATCHO	SNATCHO	SNATCHO
MUSIC:	MAC	MAC	MAC & MANIACS OF NOISE
LOADING:	DEBORAH		DEBORAH
SCREEN:	& SNATCHO	SNATCHO	& RUBEN
ILLUSTRATION:	LUIS ROYO	LUIS ROYO	LUIS ROYO

16 - BIT VERSIONS

AFTER THE WAR on 16-bit machines is not a conversion from any of the 8-bit versions - it goes beyond. In fact, development has been inspired on the structure of real coin-op machines.

Discover the variety of enemies and scenarios as you advance unhesitantly towards your objective. AFTER THE WAR has a lot of surprises in store for you.

ST AND AMIGA VERSIONS

PROGRAM:	DANIEL RODRIGUEZ AND JOSE LOPEZ
GRAPHICS:	SNATCHO AND JAVIER CUBEDO
LOADING SCREEN:	DEBORAH AND SNATCHO
ILLUSTRATION:	LUIS ROYO
MUSIC:	MAC
ARTISTIC DESIGN:	RICARDO MACHUCA

COMMODORE 64

SECOND LOAD

Made up of two phases. In the first phase you cross the aisles and tunnels of the Manhattan subway so that in the second one you can sneak into Professor McJerin's subterranean base. Your aim: to reach the launching base and avoid the radiation by escaping to the outer colonies.

PHASE 1

Station 1-2-5 of the Manhattan subway. Line 1.

Here you'll meet two of Professor McJerin's defence robots: the "Flying Rats" and the "PPS Torretas" (Progressive Pneumatic Shooting Torretas). The former will pursue you relentlessly if you don't destroy them first. Not only that, but they have a hidden weapon that they seldom use, but with a deadly destruction capacity: IP - 2433 Atomic Mines. Be very careful with these.

The PPS Torretas are deadly weapons that appear within the tunnels and that will always point at you. Further ahead and nearer to the base you'll be pursued by third generation "Guardian MW-N" combat androids that resemble human-beings. Don't let their appearance fool you and give them plenty of lead: they're only machines.

And finally you have to take the lift to Professor McJerin's base, your last stop in your attempt to escape alive from the Earth.

PHASE 2

At Professor McJerin's base, the most dangerous zone of the post-nuclear world. It's your last step to salvation, but it's too soon to start celebrating. All the professor's defence devices have been programmed for one purpose: to finish off with intruders. Of course you're one of them.

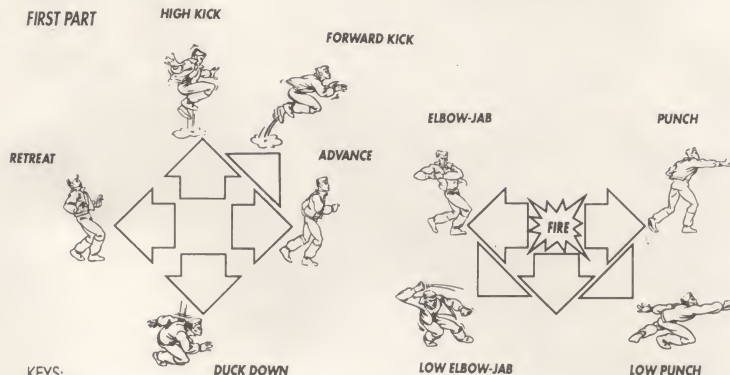
The artefacts that "welcome" you are:

- **KANGAROO FIGHTERS:** one-man defence units that patrol the area. Their armour plating, made of Uranium P-24, is almost indestructible. Only a great amount of ammunition targeted at the pilot's cabin can destroy them.
- **MEGA KANGAROO DESTROYERS:** anyone meeting one of these face to face would start trembling. You've only got two choices: run away or follow this attack plan:
 - MKDs have a cannon that shoots explosives of a variable reach. Watch out for the bullets. When the cartridge and detonator are separated that means they're about to explode: get away and throw yourself to the ground if necessary.
 - MKDs advance toward you without hesitation, and the slightest contact with their shield of force would be lethal. Their weak point is the articulation under the cannon. That's where the atomic motor is located. Shoot them in that exact spot and you will stop their advance.

COMMODORE 64

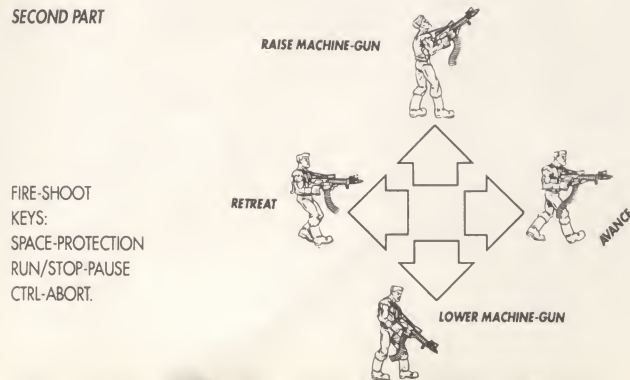
To play the C64 version of AFTER THE WAR you need a joystick in port 2 and must use the following keys:

FIRST PART



KEYS:
RUN/STOP-PAUSE
CTRL-ABORT

SECOND PART



FIRE-SHOOT
KEYS:
SPACE-PROTECTION
RUN/STOP-PAUSE
CTRL-ABORT.